

AGE OF WORMS

VOLUME 3

VOLUME 3

A Campaign Log for the Age of Worms Adventure Path

Joachim



Campaign Began: November 25th, 2023

Final Session Was: TBD

DUNGEON MASTER: Hank Woon

[Pathfinder Wiki](#)

[Wikipedia](#)

Previous Synopses Available

[SHACKLED CITY VOLUME ONE](#)

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CHAPTERS

CHAPTER FIVE: *The Whispering Cairn* by Erik Mona

CHAPTER SIX: *The Forge of Fury* by Richard Baker

CHAPTER SEVEN: *The Three Faces of Evil* by Mike Mearls

CHAPTER EIGHT: Continued in [AGE OF WORMS VOLUME FOUR!](#)

Campaign Recap

Humans first attempted to pacify the wild, untamed lands of the Chultan Peninsula over 650 years ago, with the arrival of three adventurers: Lady Sasserine, Lord Chulta, and Surabar Spellmason. Their efforts, along with the help from a celestial angel named Nidrama, saw the eventual creation of the cities of Sasserine, Cauldron, and Redgorge (for more information, refer to *The Shackled City Volume One*). Centuries later, for a time, pirate lords took over most of these cities (in fact, it was these pirates that named the peninsula, after Lord Chulta, whom they claimed descendance), and it was during this period that the river fort "Greyhawk's Rest" was first settled, to facilitate a safe haven for merchants making the journey from the northern and eastern coasts through the mostly still untamed peninsula to the Tri-Cities. Over time, this settlement grew into a large, wealthy city (called simply "Greyhawk"), far eclipsing the Tri-Cities themselves.

The Pirate Lords were eventually overthrown, and while a smattering of satellite communities were founded (including but not limited to Gannaway, Saltmarsh, Kalstrand, Alhaster, Marais D'Tarascon, Delmunster, and Diamond Lake), civilization did not further extend along the peninsula beyond these communities that bisected the peninsula.

A little over a year ago, an adventuring group led by the ex-pirate Dallen Yadwick gained power over Cauldron, overthrowing the corrupt ruling class of nobles along with the vile cult that controlled them (The Cagewrights). Though Dallen lost his life in the final battle against the Demon Lord Adimarchus, his legacy -- The Chultan Exploratory Society -- lives on, and seeks to expand law and order across Chult (and beyond) by establishing a strong trading consortium. While its headquarters lies in Cauldron, its first satellite Chapter House opened recently in the muddy mining town of Diamond Lake.

Joining their mission are the remnants of The Chisel -- a benevolent society of adventurers, merchants, and mercenaries who were dedicated to working against the forces of chaos & evil on the peninsula, and to promote the expansion of civilization. Most of their members and power were wiped out during the battles against The Cagewrights, and since recognizing that the Chultan House's mission statement aligns with their values, they decided to consolidate their power with the fledgling trading consortium and help ensure its success.

On their first mission for the Chapter House, the Chultan Adventurers of Diamond Lake traveled to Saltmarsh to negotiate a trading partnership. There, they discovered an evil plot by a cult known as The Ebon Triad which was smuggling weapons from an ancient dwarven forge called Khundukar, through an abandoned mansion just south of the city. Further investigation led to the discovery of the collusion of a member of the Saltmarsh Council. After exposing this villain, the group learned that the cult also had ongoing plots in the nearby communities of Marais D'Tarascon and Delmunster.

After vanquishing their foe and discovering more clues to their ultimate plan, the group now returns to their home base of Diamond Lake, and the leader of their Chapter House, the sage/wizard Allustan...

CHAPTER FIVE

T H E W H I S P E R I N G C A I R N



The players return to Diamond Lake, and report back to Allustan, their Chapter House leader...



ALLUSTAN

It seems your trip to Saltmarsh was quite eventful.



TARATOR

Indeed. And we found plant vampires.

ALLUSTAN

I look forward to hearing all about it! But in the meantime, as you may recall I found two leads during your absence. Coten had reported, via the crystal ball, that you would be following up on the cairn lead first?



SHELLYSHAGG

Yes.

ALLUSTAN

In the hills above this town, called the Cairn Hills, I discovered an ancient Cairn that houses the body of one of the druids of the Order of the Storm. Perhaps more can be learned from the tomb about their ancient battle with the Ebon Triad.

After resting from their trip, the group heads out in the morning for the whispering cairn...



DUNGEON MASTER

"Natural light dimly illuminates a long hallway extending north into darkness. A faint breeze brings with it sibilant whispers that sound almost like sighing breath. It must be a trick of the wind, but the effect is almost lifelike..."

TARATOR

The end of the hall looks like a dead end?

DUNGEON MASTER

You should be able to see through it. It was once a secret door that someone has already opened...

TARATOR

Oh, okay.

The players find sprung traps—more indication that someone has been here before them...



CORVUS

I'd like to investigate these statues.



Corvus rolls: $1d20 + -1 + 0 = 4 + -1 + 0 = 3$

DUNGEON MASTER

No luck. Leif can also roll, with advantage.

Leif Forestfriend rolls: $2d20kh + 3 + 0 + 2 = 20 + 3 + 0 + 2 = 25$

CORVUS

Nice.

DUNGEON MASTER

Leif, these are clearly legendary druids from the Order of the Storm.



LEIF FORESTFRIEND

More Storm Druids.

Moving deeper into the ancient cairn, the players decide to go to the right... except for HeyYou, who decides to go by themselves to the left.

The larger group finds more evidence of tomb raiding that had gone on before.

DUNGEON MASTER

Do you search those papers?

CORVUS

Yes.



DUNGEON MASTER

You see sketches of the area of the dungeon you just came through, as well as the Cairn Hills. Apparently these were maps and notes left behind from previous tomb robbers.

CORVUS

I'll take them.

TARATOR

How deep are these pits?

DUNGEON MASTER

They vanish into darkness.

Meanwhile, HeyYou continued their lonesome search in the southern passages...

HEYYOU

What does this brown wall directly to my north depict?

DUNGEON MASTER

A battle between an army of druids and a great skeletal dragon leading an army of the undead.



HEYYOU

Search for secret doors along the wall.

HeyYou rolls: $1d20 + -1 + 0 = 16 + -1 + 0 = 15$

DUNGEON MASTER

You find one!



The party eventually links back up, and they discover who had been here before them...

DUNGEON MASTER

They are statues of the gods of the Ebon Triad. They appear to have been placed here more recently—far newer than the rest of everything in this tomb.



SHELLYSHAGG

I destroy them with my warhammer.

While Shellyshagg reduces the statues to rubble, the rest of the party searches, and HeyYou finds a blue lantern...



Soon after they find a secret door, but no way to open it...



CORVUS

Maybe the blue lantern has something to do with it.

Corvus's hunch proves to be correct—after HeyYou lights the lantern, the door opens!



The group gazes at the door beyond with trepidation...



RAAVA

I can open it with my *mage hand*, if need be.

She does, and the door swings harmlessly inward...



LEIF FORESTFRIEND

Leif Forestfriend high fives the *mage hand*.

The group enters a room covered in webs, and with a deep pit in the center..

CORVUS

Investigate the webs.



DUNGEON MASTER

There seems to be an image behind the webs... some sort of carving, maybe... or relief...

CORVUS

I brush away the webs.

DUNGEON MASTER

ROLL YOUR STRENGTH SAVE!

There indeed is a face, and from its gaping mouth a HOWLING WIND blows Corvus back toward the pit!

HEYYOU

I try to catch him.

DUNGEON MASTER

Is your blue lantern still lit?

HEYYOU

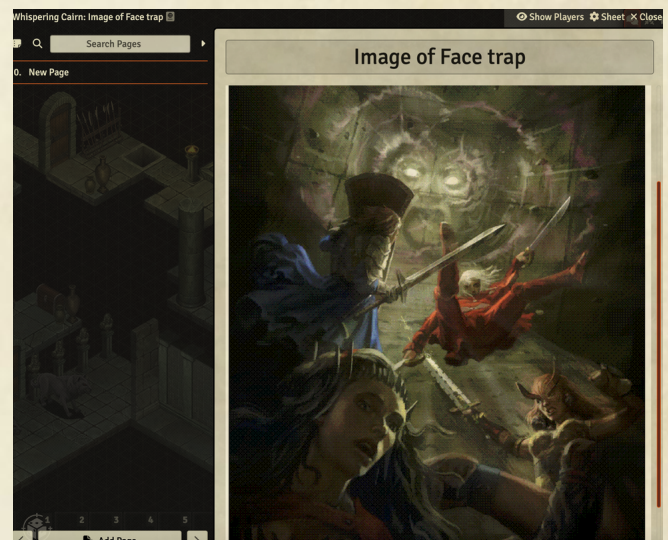
Yes.

DUNGEON MASTER

As soon as you step forward, the wind **STOPS**. Corvus is left dangling at the edge of the pit!

CORVUS

Yikes. Anyone lend a hand to a 250 lb. barbarian?



Once they pull Corvus up to safety, they notice that through the mouth of the carving lies another passage... one by one, they crawl through and find themselves in a deeper part of the cairn...



They eventually come upon a room with a large capstan...

HEYYOU

What does this capstan do?

DUNGEON MASTER

You can turn it and find out.

After a brief debate...

TARATOR

I will turn it.

It opens an entire wall, revealing a room next to them across a narrow CHASM!



ALASTOR LAND

Hahahaha!!! So, you want to get through? Just like those other fools before you?





ALASTOR LAND

My name is Alastor Land. I am from Diamond Lake. I came here many years ago to explore this cairn. I made it this far before falling and breaking my neck. If you gather up my bones and return them to my parents' farm, I will open the door behind me. There is no other way to get through. Those who came before you refused to help me, and they could not get through and so left in frustration.

RAAVA

Where are the bones?

ALASTOR LAND

They lie at the bottom of the pit before me. It is 50 feet deep.

RAAVA

Mage hand range is only 30 feet. :(

TARATOR

Do we have rope?



SHELLYSHAGG

I still have 50 feet of hempen rope.

LEIF FORESTFRIEND

Shelly is always prepared.

CORVUS

Should we lower HeyYou?

TARATOR

We could tie it around HeyYou and lower them down there.

HEYYOU

Yup. I'm in.

CORVUS

Could my blink dog get down there?

DUNGEON MASTER

I think the range is only 30 feet. Besides, you wouldn't be able to get back up.

They opt on lowering down HeyYou...

DUNGEON MASTER

You find the bones at the bottom of the pit.

ALASTOR LAND

My parents' farm lies 2 miles outside of Diamond Lake. They have both been dead for many years now. Bury me next to them, and I will uphold my end of the bargain.

SHELLYSHAGG

Sack up the bones.

And that's where we left off... until next time!

ENTRANCE TO THE WHISPERING CAIRN...



INTERMISSION

Some information about the Chultan Peninsula.

SASSERINE & GREYHAWK

Sasserine, along with Greyhawk and Cauldron, are the three main centers of powers on the Chultan Peninsula. While each is a formidable city state, Sasserine controls all maritime trade along the western coast. The city is ruled by a council of merchant magnates known as the Dawn Council. There is a lot of animosity between the Lords of Sasserine and the Chultan Exploratory House, as the latter drove the corrupt nobility from Cauldron, who then fled to their estates in Sasserine. There, they influenced the Dawn Council to see the Chultan House as a direct competitor and upstart threat.

While Sasserine remains in power in the West, the Chultan House has been making a lot of progress to the east. Now that your group has cemented an alliance with Saltmarsh, the Chultan House has unfettered access and control all the way from Cauldron to the Eastern Coast.

Aside from Cauldron, Diamond Lake, and Saltmarsh, other satellite communities and assets under Cauldron's/Chultan House's influence – or indeed, direct control – include the following:

1. The Lucky Monkey (highway tavern and inn)
2. Redgorge (fortified town; Chultan member Drace Arlica is the current mayor)
3. Gannaway (small town)
4. Alderweg Keep (valley castle)

The small villages of Marais D'Tarascon and Delmunster are also now grateful and amenable to a Chultan House presence, and plans are being drawn up on how to integrate the communities to trade routes.

While the Chultan House has a strong presence in Diamond Lake, it should be noted that Greyhawk has considerable influence there as well.

Greyhawk is ruled by powerful guilds who have blocked all expansion of the Chultan House to the north. However, according to Allusion, members of the Chultan House have been secretly operating within the city, trying to lay the groundwork for a Chultan House presence.

SALTMARSH

MILITIA AND DEFENSE

One hundred trained warriors serve in the town guard. Each of them wears studded leather armor marked with a town guard's badge the green reed of Saltmarsh and is armed with a club while patrolling in town. The guards work in pairs, operating from two guardhouses built near the road into Saltmarsh. A smaller station at the docks quells the fights that break out there nightly. The captain of the town guard is Eliander Fairborn. The guard also patrols the area around Saltmarsh on horseback.

Groups assigned to this duty are more heavily armed and armored; they wear chain mail and wield longswords and heavy crossbows. A militia of five hundred residents can be mustered to take up the defense of the town if it comes under attack. The militia members have undergone minimal training. A small force of marines watches over the docks and if needed can take to meet the threat of pirate ships or sahaugin incursions. The marines are hardened veterans of several battles against such threats, or retired adventurers.

COMMERCE

Saltmarsh might be encrusted in sea salt and reek of rotting fish guts, but there is gold aplenty in the coffers of its citizens. For more than a century, the ships of Saltmarsh have worked the rich fishing grounds along the coast. Trade ships from near and far have been using the docks to unload their goods, and lately more ships have come to call as the Chultan House has helped pacify the region.

FISHING

More folk in town work in the fishing industry than any other, and it has been the backbone of Saltmarsh for generations. The wealthier families own their own boats, while less well-to-do folk hire out to work as deckhands. The work is difficult and dangerous, but a smart deckhand can save money for several years and eventually buy their own boat. That promise of earned prosperity is important to the townsfolk.

TRADING

The wealthiest families in town own large trading vessels that they use to ship goods across the sea. Saltmarsh exports other foodstuffs and exotic materials from the jungles, which has just grown remarkably cheaper thanks to the protection of the Chultan House. Most manufactured goods, except for rope, nets, and other items created locally to support the fishing industry, are imported into town either through the port or from Greyhawk.





During the downtime between sessions, Coten investigated the papers that Corvus found in the Cairn...

DUNGEON MASTER

Most of the notes were clues and maps of the hills (took them a while to find it). Other scattered small notes include things like, “Archdruid?” “Order of the Storm – beware wind-related traps” and one other note catches your eye: “If it is there, survivors to return to Khandrukar immediately. Do not allow the Faceless One to delay.”

COTEN

Anyone know anything about Khandrukar (including Allustan gonna ask him if he has any info) Coten is all for burying the dead guy and getting back to the cairn to see if whatever they are looking for is still here, but getting his hands on the Faceless One is up there on the top two things he wants to get done.

DUNGEON MASTER

Allustan knows the location of Khundrukar – it’s the dwarves forge, long abandoned. It was a dwarven forge for many years, but humans slaughtered the dwarves and built a castle over the mine entrance. Then, later, the humans were killed by pirates, who used it for centuries. But eventually it was abandoned... The mark of Khundrukar is what you found on the weapons being smuggled through Saltmarsh.

COTEN

I knew it sounded familiar... I’ll let him know that it looks like our good friends of the Triad are using it as some kind of base and see if he can get someone to get eyes on it while we are dealing with the crypt.

DUNGEON MASTER

He gives a grim nod, and says he will see what he can do...



Per Justin's (aka Shellyshagg's) suggestion, I've written up an organizational chart and rules for The Chultan House, which will outline how to increase both the house's power as well as your own character's within the organization, should that be something you wish.

I'll be doing these posts at a time. For now, I'm just outlining the company's GOAL & ORGANIZATION.

GOAL

The goal of the Chultan House is to establish a safe and profitable trade route across the Chultan Peninsula and unite the various political powers and factions together toward that end, if they cannot be supplanted directly. The side effect of this goal is taming and making safe the land from monsters, environment, and any villains.

The long-term goal is to spread out across Faerun. This will no doubt bring the Chultan House into direct conflict with other powerful organizations (like the Zhentarim), so that will have to remain until such a time that the house is large and strong enough to stand on its own. Currently, this goal is in its infancy.

The secondary goal of the Chultan House is investigating mysteries, in particular following up leads that might uncover treasure, which can help supplement the organization's coffers.

ORGANIZATION

LEADERSHIP

The main headquarters of the Chultan House lies in the city of Cauldron, and the head of the Chultan House – Dunjun – is also the Lord Mayor of the city.

Dunjun is advised by a council, which include the following:

Drace Arlica human fighter (who is also the Mayor of Redgorge)

Kragnar the Many Named human fighter

Augustus the human cleric

Scarlet the human sorceress (and mentor of Raava)

Dolgar the dwarf cleric

Orenilius the elf paladin

Deanna the human cleric

Jenya the human cleric

Ruphos the human cleric

Maavu the human merchant

Adran the drow fighter

ShrebGnar the dragonborn ranger

The council also helps with the administration over the city of Cauldron and surrounding farms.

ORDER OF GUARDIANS

The Order of Guardians are the soldiers of the Chultan House. They operate in the following garrisons:

Cauldron's City Garrison (approximately 50 soldiers)

The Keep of Alderweg (35 soldiers)

**Waypoints (trade-route forts and patrols)
(approximately 50 soldiers)**

The ranks and annual pay for each is as follows (all come with free room, board, and basic equipment):

Rank and File = 375 gp

Sergeant = 800 gp

Lieutenant = 1,200 gp

Captain = 1,550 gp

Also keep in mind that the garrisons of Redgorge, Gannaway – and now also Saltmarsh – provide resources and manpower into maintaining the Keep of Alderweg and trade routes safe as well.

THE SPYMASTERS

Approximately 15 spies work for Cauldron, led by the Spymaster Jil.

Other info, such as pay and ranks, are unknown.

THE ADVENTURERS

This is your group. Including Dunjun and the Council, Allustan, and you all, there are approximately 50 at any given time. The job of the Adventurers is to spread the influence of the Chultan House, follow up leads, look for clues, and otherwise expand the Chultan House's power and influence.

RANKINGS

These are the Chultan House's rankings in key areas. Scale is undetermined as of yet. I will be explaining these later. But to give you an example, Might x100 is approximately how much manpower an organization has, so including the city of Cauldron's guards, the Chultan House has about 200 fighting members (including you all). This does not include Redgorge, which has a Might of 1.

These numbers include the Diamond Lake Chapter House and your most recent gains.

MIGHT (martial prowess): 2

–Might x100 is approximately how many troops an organization has at its command. Might cannot be higher than the rank of Territory

TREASURY (wealth): 2

–Cannot be higher than rank of Territory. Each month, an organization rolls a 1d20 for each point of treasury, against a DC 15. For each point above 15, the Treasury gains 1,000 gp.

INFLUENCE (how connected politically and influentially): 2

–Add Influence to any roll to learn about important events from far away if the DM asks, or to find a mercenary army available, or to make diplomacy rolls (though diplomacy is often through roleplaying instead, but may default to this method).

QUALITY (training, infrastructure): 3

–Every month, roll 1d20 plus the Quality rank against DC 15. For each point below 15, subtract 200 gp from the Treasury.

TERRITORY (how much territory at their command): 2

–An abstraction of how many resources are available. A smaller amount of land with abundant resources, or a large trade route, could be higher than a large country's Territory rating.

SOVEREIGNTY (loyalty of those within the organization): 4 –Every month, roll 1d20 plus the Sovereignty rank against DC 15. For each point below 15, subtract 300 gp from the Treasury.

NOTE: These rules are only used by you PCs if you take over the Chultan House, or start your own chapter somewhere that is far enough away or at least independent enough to operate on its own (but in that case you would still be expected to take orders from

headquarters, as well as send a percentage of profits to their treasury in Cauldron).

ADVENTURERS' RANKINGS AND ANNUAL PAY:

Rank-and-file (this is you all): 400 gp

POSITIONS

Master of Supplies: 600 gp

–Responsibilities include keeping stock of supplies; maintaining armory maintenance; maintaining upkeep – > this will reduce your downtime options, as you will be assumed to be doing these responsibilities

–Post currently vacant at the Diamond Lake Chapter House

–Requires Int of 12 or higher

Officer: 850 gp

–Responsibilities include taking charge of groups while on mission; communicating reports back to the Chapter House Captain; filing debriefing reports upon return to the Chapter House; recommending leads to follow → this will reduce downtime options not linked to this business

–UPDATE: 2 positions available (there may be up to 2 officer per 20 members of a Chapter House)

–Requires Int of 12 or higher and Charisma of 14 or higher and a majority vote from current Chapter House members

Captain of a Charter House (Allustan's rank): 2,000 gp

–Must have been an officer

–Responsibilities include communication back to the main Chapter House in Cauldron; deciding on missions; assigning missions to current members; deciding who may join the Chultan House → this will reduce downtime options not linked to this business

–Gains access to resources from the Cauldron Chapter House (treasury, support, as deemed appropriate by Dunjun and the Council)

–Not vacant

–Requires Int of 13 or higher and Charisma of 15 or higher and a majority vote by current Chapter House members, validated by Dunjun and the Council back in Cauldron

HONORIFICS

Captains (usually at the suggestion of rank-and-file members) and Officers may put in accommodations for members. They present the case to the Chultan House in Cauldron, who decides whether one of these awards are merited:

FALCON BADGE

–Awarded for expanding the Chultan House’s influence. For example, convincing a stubborn lord to allow a new trade route through their lands. This award is only given to members who single handedly, through personal charisma or some plot, are seen to have been instrumental in the role.

–Grants +2 to Prestige Rank

DRAGON BADGE

–Awarded for saving another member’s life; being instrumental in the success of a mission; or defeating a dangerous foe deemed a vital threat to the overall success of the Chultan House’s grand mission

–Grants +3 to Prestige Rank; in addition, grants a +1 bonus to AC while worn (only the recipient may attune to the badge)

BADGE OF THE FIERY EYE

–Awarded for exemplary and heroic deeds in service of the Chultan House

–Grants +4 to Prestige Rank; in addition, grants a +2 bonus to AC while worn (only the recipient may attune to the badge; does not stack with the Dragon Badge); if a sorcerer or wizard class, grants advantage on saving throws and all spell casting rolls when activated until the end of your next turn (must complete a Long Rest before used again).

–NOTE: No such badge has been given to any member yet

PRESTIGE RANKS

Prestige is given to members based on successful missions and/or increasing the Chultan House’s Influence and Power.

Currently, you all have a RANK 2 rating for the following:

Successfully completing your mission to Saltmarsh: +1

Increasing the Prestige of the Chultan House in Marais D’Tarascon and Delmunster: +1

Rank is added to your roll whenever you use any sort of social interaction with members of the main Chultan House in Cauldron.

If you wish for a boon, favor, or to convince them of some sort of action (like establishing a new chapter house in your name), this bonus is added to your roll against a DC determined by the DM. (For example, requesting this for yourself right now would be, at minimum, a DC 30. Nat 20s are not auto successes for these rolls.)

COTEN

There’s a certain hippo that would be willing to fill one of the vacant officer slots if he can get the votes. Mostly doing the job anyway as far as the tedious part.

DUNGEON MASTER

Let’s put it to a vote! Ayes?

RAAVA

Aye.

TARATOR

Aye.

SHELLYSHAGG

I recognize no authority beyond the Cosmic Eye. If someone wants to be an officer shelly is indifferent to this outcome. If it means more time to fish than he can be an officer.

DUNGEON MASTER

(I’ll take that as an aye.)

LEIF FORESTFRIEND

Follow your dreams, brother. Be an officer, be whatever you want. You have my support. Just stay in balance, you know. Don’t get too tied down with titles and commendations. Sometimes you just gotta float down the river of life at the the pace the world goes. Hippos are beautiful creatures and they don’t normally wear pants. Might be something you want to consider. Pants man, let’s outlaw pants.

DUNGEON MASTER

I think this puts you over the top! Congratulations, Coten! Allustan throws a feast and promotes you in front of all the others. You are also granted 450 gp (the difference in your pay for a year), which I will add to your character sheet.

COTEN

BOW TO YOUR HIPPO OVERLORD! I mean, thank you all!

DAMIA

During the feast, Damia slinks up to the hippo and expresses gratitude for taking on the admin work. She says she has been too occupied with shady personal affairs recently to contribute much (or even vote), but hopes to change that, now that things have settled down. She then goes back to her seat, staring at the hearth.

Initializing World...

Coten joined.
Corvus joined.
Leif Forestfriend joined.
Raava joined.
Tarator joined.
HeyYou joined.
Damia joined.

After celebrating Coten's promotion, the group heads out the next morning to the farm an hour outside of Diamond Lake...



DUNGEON MASTER

The graves appear to be empty, and recently dug up...



ALASTOR

Someone took my parents' bones! You must get them back – the deal was to bury me with my parents!



LEIF FORESTFRIEND

Uh oh...



The group investigates, and quickly finds a slain owlbear, a severed arm near it, and an orphaned owlbear cub!



Leif approaches the trembling baby owlbear...

LEIF FORESTFRIEND

Hey there, little friend... (I want to give it some rations).

DUNGEON MASTER

Animal Companion opportunity!

LEIF FORESTFRIEND

I want to take the owlbear as my companion.



BABY OWLBEAR ANIMAL COMPANION

The baby owlbear animal companion grants the following bonus action, one per Long Rest:

—A baby owlbear roar, which imposes disadvantage on all rolls to all enemies within 30 feet until the end of your next turn.

LEIF FORESTFRIEND

Awesome.



DAMIA

Anything remarkable about the dead owlbear?

DUNGEON MASTER

It was clearly in a fight. Lots of arrows and sword wounds. One of its attackers also lost an arm... Seems to be all that's left of whoever it was.



CORVUS

Check the arm.

DUNGEON MASTER

There are markings on it.

CORVUS

What are the markings?

DUNGEON MASTER

It's a tattoo of a snake wrapped around a heart, with its fangs sunk into it...



TARATOR

Feels like this scarecrow is gonna start moving on us...

DUNGEON MASTER

Do you wanna check it out?

TARATOR

Yes...

DUNGEON MASTER

ROLL FOR INITIATIVE!

The scarecrow lurches to life, and after a brief but terrible battle, the heroes emerge victorious.



HEYYOU

HeyYou takes a bit of straw, bottles it, and secrets it away in her bag.

Corvus then decides to take a look down the well. He ties a rope, and lowers it down. HeyYou offers to go, but Corvus shakes his head.

CORVUS

I need to show off my bravery after that scarecrow incident.

Corvus had an unfortunate roll against the scarecrow's Frighten effect!

HEYYOU

HeyYou nods.

DUNGEON MASTER

Corvus, you climb down the rope and wind up in thigh-deep water. It's very cold.

CORVUS

Search.

Corvus rolls: $1d20 + 1 + 0 + 2 = 11 + 1 + 0 + 2 = 14$

DUNGEON MASTER

You find a metal box!

The box has quite a bit of gold in it. Corvus climbs back out, and the group realizes they've exhausted their clues here.



COTEN

Anyone recognize that tattoo on the severed arm?

Eventually the group recalls that they saw it on the arms of a group back in the very first session. The group was in The Emporium – the inn back in Diamond Lake!



HORUN

Well, hello! What'll it be? Food? Drink?

CORVUS

We're looking for people with snake tattoos.

HEYYOU

HeyYou holds up the flap of skin with the tattoo on it, to everyone's surprise and disgust.

HORUN

OH- Those fellas... They're upstairs enjoying the... entertainment.

DAMIA

Should we interrupt?

CORVUS

I need a quick beer first.

Corvus slaps down a copper piece and Horun hands him a beer.

HORUN

If you have a problem with them, that's fine, just don't hurt the ladies.

The group heads upstairs...



MIARNA

Wow. Busy day.



MISHA

I'll take the hippo.

LEIF FORESTFRIEND

No time for your tasty treats, miss. We're here on business.

MIARNA

Business? What other possible business could you have with us?



RASTOPHAN

Scram. We got here first.



DAMIA

Gestures to HeyYou's skinmap.

HEYYOU

HeyYou reaches meaningfully into the doctor bag...

COTEN

We found a part of your friends.

HEYYOU

...and pulls out the lamia face.

DAMIA

What the hell, HeyYou? Show him the tattoo, you little weirdo.

But Rastophan is already ignoring them. Instead, his eyes are drawn to Leif's new little friend...

RASTOPHAN

Hey, that little owlbear... Funny... I just killed me an owlbear! Filled it full of arrows! The stupid beast. I'll buy that little guy from ya. How much? I'd like to use it as target practice!

LEIF FORESTFRIEND

Big mistake.

Leif Wild Shapes into a bear!



LEIF FORESTFRIEND

I'm attacking this guy!

After a moment, a second man runs down the stairs...



TODRIK

Who are you?!

HEYYOU

HeyYou holds up the tattoo flesh.

DUNGEON MASTER

He recoils!

TARATOR

We would like to talk to someone who may know something about that tattoo.

TODRIK

Screw you, reptile!

TARATOR

Dang. Rude.

CORVUS

They're like animal bigots.



RAAVA

The baby owlbear should learn how to hunt. Think he'll do?

The battle doesn't last long. Rastophan throws down his bow, surrendering, while a fire bolt from Raava takes off half of Todrik's skull. But even though he surrendered, Leif's bloodlust is unquenched, and he delivers a killing blow!

DUNGEON MASTER

With one terrific swipe, you knock his head off his shoulders, and it bounces off the wall!

In a matter of moments, the group have the final two surrounded...



CORVUS

Okay, maybe we should talk to these guys.

HEYYOU

HeyYou steeples gloved fingers.

COTEN

We can kill you all, or you can tell us what we want to know. We are here to get answers about a farm that was occupied by an owlbear. We found an arm with a snake tattoo.

DUNGEON MASTER

Roll Persuasion.

Coten rolls: $1d20 + 3 + 0 = 19 + 3 + 0 = 22$

DUNGEON MASTER

Kell sees how badly they are outnumbered and takes a breath.



KELL

What do you want to know?

COTEN

There is a farm down the road that had a dead owlbear there. We found a snake tattoo on an arm. We were hoping you could tell us what happened to the graves there.

KELL

We dug up some bones. So what? What's it to you?

COTEN

We need to put them back to rest.

KELL

Well, we sold 'em.

COTEN

To who?

KELL

To the crazy alchemist who lives in the old observation tower! Who else around here loves old bones?

HEYYOU

HeyYou raises her hand.

CORVUS

I say we kill these guys and sell their bones to the crazy alchemist.

HEYYOU

HeyYou nods.

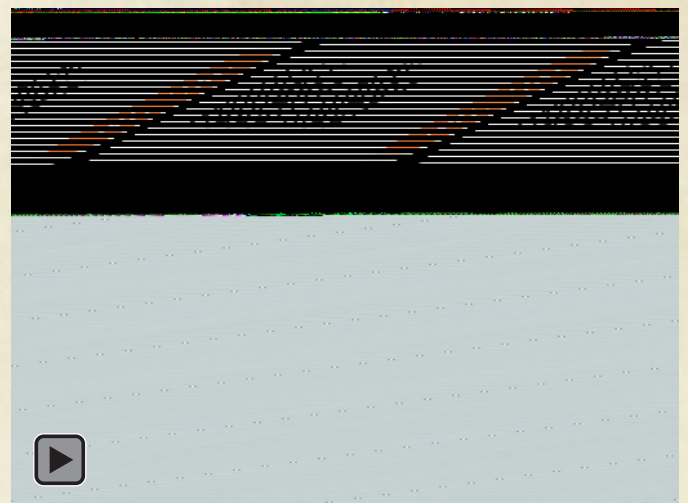
KELL

Hey now, wait a second... them bones weren't doin' no one no good!

There's a tense moment where the group debates about whether or not to kill them, but ultimately decide to let them go. They then head to the observation tower in Diamond Lake...



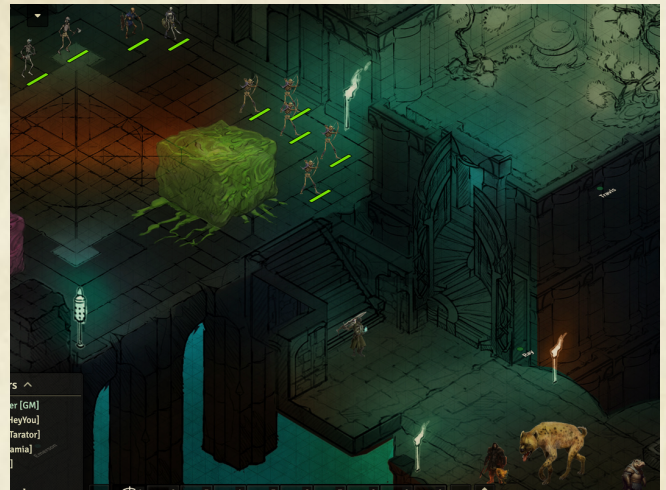
As soon as they set foot inside, they are attacked by 16 skeletons!





Leif transforms into a giant hyena, and the battle begins! The skeleton bowmen deliver punishing damage to Corvus. The group barely breaks down the front line when it's almost their turn again – but just in time, HeyYou uses Turn Undead, sending them scattering!

Delving deeper into the tower, the group comes upon another group of skeletons... and an unseen gelatinous cube!



Tarator moves up the steps, stopping JUST before the gelatinous cube...





But then Leif runs straight into it!



The group takes a lot of damage, but they manage to overcome, and then battle a large group of stirges and a displacer beast!



Surprising everyone, the displacer beast breathes fire right into Corvus's face!



HEYYOU

Did... that displacer beast... just breathe fire...? (Flips through manuals...)

DUNGEON MASTER

lol

They eventually destroy the beast...

TARATOR

I want to investigate these statues.

DUNGEON MASTER

They appear druidic in origin... ancient...

COTEN

More Storm Druid stuff, or something different?

DUNGEON MASTER

Not your area of expertise.

Leif investigates...

DUNGEON MASTER

Definitely Storm Druids. Ancient. In fact, as far as you can tell this entire observation tower was once a Druidic Temple.

LEIF FORESTFRIEND

I (the giant hyena) starts pawing at the statue and panting heavy.

COTEN

Good doggy.

LEIF FORESTFRIEND

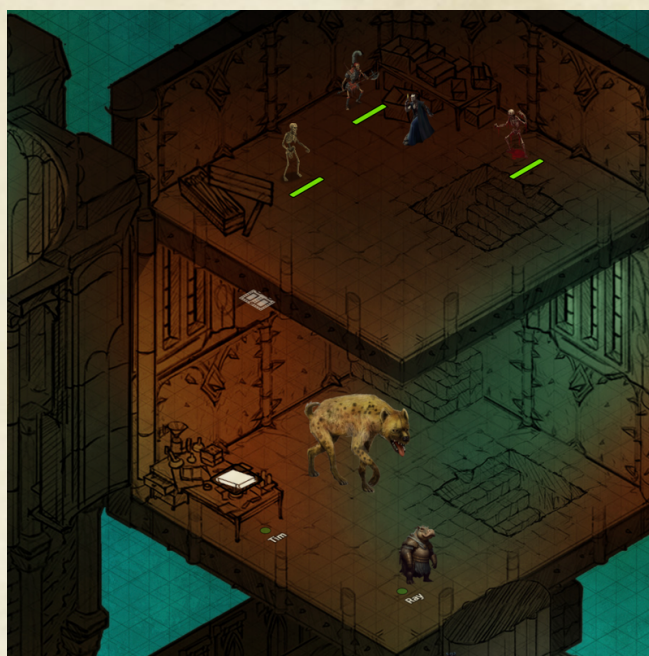
Hyenas are more closely related to cats, actually.

COTEN

Good kitty.



They soon find the alchemist, Filge, who has the parents' bones animated as skeleton servants!





After they defeat Filge, the heroes find his notes, confirming his experimentation on creatures (which explains the fire-breathing displacer beast), as well as a Kyuss Worm – ALIVE – in some sort of fluid!

According to his notes, Filge was hired by “benefactors” to find a way to allow the Kyuss Worms to survive outside of its host. To his credit, Filge did find a way to keep them alive, but only if they remain in his specially created fluid.

This is where we left off... until next time!



On the following pages, check out the art Travis (Corvus) made of some memorable moments from this session!









NEW PLAYER

By way of Ray (aka Coten) comes Jody, who will be playing a rogue shifter named Rery. Following is an account of Rery's history, submitted by Ray and Jody:

RERY BEILERUCK

Rery was born to a family of Swiftstrider Shifters outside the city of Baldur's Gate. His father was the storyteller of his tribe. Rery grew up learning the skills to follow in his father's footsteps. While still very young, Rery noticed a street performer and was mesmerized. It didn't take long for him to also notice the young urchins working the crowd. He found an interest in helping relieve those more well off of their weighty coin purses.

Rery decided to approach the performer and ask him how to go about getting work. The performer, recognizing the young shifter's raw talent, decided to take him under his wing and teach him. Starting off as one of those working in the crowd, he quickly proved his ability to perform and was moved up to working on stage, first with his mentor, and then solo. It was during this time that he was noticed by a wealthy minor nobleman's wife who decided she wanted to be his patron.

Rery was taken off the streets and given lodging at the family's estate. There, he performed for the nobleman and his friends and associates. Rery quickly learned that, along with physical wealth, he could also use his charisma and innate attractiveness to seduce the attendants and learn secrets that people only spill in their most intimate moments.

It didn't take long though before his indiscretions led to his patron's husband coming home and catching Rery in a very compromising position. Fearing for his life and not wanting to spend time in a dungeon (or worse), Rery fled. Not wanting to lead the nobleman or his hirelings back to his tribe, Rery felt he should disappear into the smaller towns and backwaters of the Chultan Peninsula. It was while working there that he was noticed by a member of the Chultan House in the city of Cauldron, who recognized his ability to perform and learn (as well as help support himself by sleight of hand maneuvers) and asked him to help out with a job. From there Rery performed several odd jobs for the Chultan House before being asked to help out with a newer group that was in the area trying to look into The Ebon Triad and something called the 'Age of Worms'...



RERY

Initializing World...

Coten joined.
Corvus joined.
Leif Forestfriend joined.
Raava joined.
Shellyshagg joined.
Tarator joined.
HeyYou joined.
Damia joined.
Rery joined.

After burying the bones at the farm, the group headed back to the Whispering Cairn...



ALASTOR LAND

Thank you for putting me at rest. As promised, I shall open the door for you.



WIND WARRIOR

WHO ENTERS THE TOMB OF HYSKOSA?



LEIF FORESTFRIEND

Who's asking?

WIND WARRIOR

We are the guardians of the tomb. Only those who are worthy may receive the message from Hyskosa.



CORVUS

How do we determine our worth?



DAMIA

Pretty sure our hippo seeks your wisdom, wind warrior.

WIND WARRIOR

Those who are worthy will share the same knowledge and values of Hyskosa the Storm Druid.

LEIF FORESTFRIEND

Leif puts on another scarf.



COTEN

That sounds like brother Leif should be the one talking.

LEIF FORESTFRIEND

Mother Nature says I'm worthy. So do these scarves.

WIND WARRIOR

Then step forward.



DUNGEON MASTER

Leif, you feel a powerful surge of PSYCHIC ENERGY slam into your mind. You feel like you're falling through space and time at the speed of light – past stars and worlds deeper into the void... roll your Nature skill.

Leif Forestfriend rolls: $1d20 + 3 + 0 + 2 = 15 + 3 + 0 + 2 = 20$

Wind Warrior rolls: $1d20 + 7 = 20 + 7 = 27$

Dungeon Master rolls: $2d6 = 4 + 4 = 8$

DUNGEON MASTER

Leif, you take 4 points of Psychic damage!

This contest of wills goes on several more rounds with Leif failing to defeat the Wind Warrior's roll. The damage starts to pile on!

DUNGEON MASTER

Leif, you take 4 points of Psychic damage! The universe warps around you as you hurtle through the cosmos!

DAMIA

Damia cringes.



SHELLYSHAGG

How does this manifest?

DUNGEON MASTER

The rest of you see Leif trembling, veins bulging, eyes wide but unseeing, face red, sweat pouring, and blood coming out of his nose!



HEYYOU

Can we heal as he goes?

They can and do—which is the only thing that prevents Leif from failing the contest, until at least he rolls higher than the Wind Warrior!

DUNGEON MASTER

THE WORLDS STOP FLYING BY and suddenly you find yourself above a planet... ships hover in the sky above it... then WHOOSH! You hurtle back into your body.

WIND WARRIOR

Now you know where Hyskosa sent the phylactery of Dragotha. Keep it safe.

And with that, the two guardians vanish! After taking a moment to look around, the group heads back to the Chultan House...



ALLUSTAN

Welcome back. What secrets did the tomb yield?

COTEN

So, it seems we need to find a Spelljammer.

ALLUSTAN

A Spelljammer requires a specific type of helm... they are hard to come by.

CORVUS

What's a Spelljammer?

ALLUSTAN

A Spelljammer is a flying ship capable of traveling through the void between worlds, my barbarian friend.



RERY

Where do we get one?

ALLUSTAN

Well, you recently acquired a ship. That's step one. Now all you need is a helm. I'll put a word in with the Chultan House to see if anyone can help. In the meantime, I suggest you follow the original plan and investigate Khundrukar.

The party agrees. After a full-night's sleep, they head out.

On the other side of this page is from Travis (Corvus), honoring Leif's cosmic journey...



Thus ends Chapter 5 – on to Chapter 6, The Forge of Fury!

CH. 6

The Forge of Fury





DUNGEON MASTER

You travel to the west for several days, following Allustan's directions. You follow a trail through the jungle, heading toward the castle that should be at the end. As you get closer, you hear voices ahead...



HEYYOU

HeyYou looks back at the group questioningly.

COTEN

Our sneaky cleric and rogue should sneak closer.

DAMIA

Damia's hands twitch with fire. Orcs definitely burn...



HeyYou and Rery sneak a bit closer and stake them out.

COTEN

I doubt orcs will parlay... Should we just charge in? Surprise?

CORVUS

I'm up for a fight.

HEYYOU

Excellent. I can start with an *inflict wounds* sneak.

The four orcs are quickly overwhelmed.

DUNGEON MASTER

You prevent the four orcs from sounding a general alarm. Up ahead you see an imposing castle...



DAMIA

Best to burn the bodies. Only way to be sure. (Damia goes about this task.)

DUNGEON MASTER

The four bodies quickly catch fire and send up a lot of smoke...



RAAVA

Sigh...

HEYYOU

HeyYou takes off her mask and breathes in the aroma.

DAMIA

Oops! Damia snuffs out the fire instantly (casts *prestidigitation*).

DUNGEON MASTER

The fire goes out!

CORVUS

Whew.



CORVUS

Seems like that bridge is the only way in.

DAMIA

Any footprints or path northeast through the forest?

DUNGEON MASTER

None that you see.



TARATOR

There is a beach off to the side. Any way to get there?

COTEN

I want to search the drop off to see if there's a way down or another way around other than the bridge.



Their movements catch the eyes of the sentries on the castle battlements...

ORC 22

screams out something in orcish

TARATOR

I speak orc.

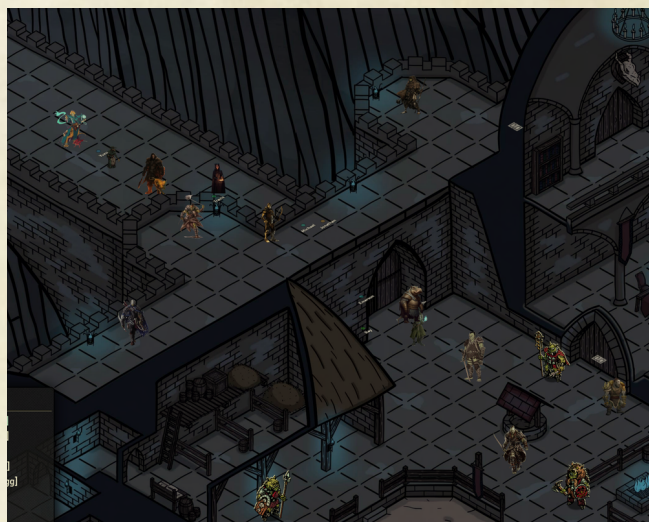
DUNGEON MASTER

He said, "Whom do you serve?"

TARATOR

Kyuss.

Tarator manages to bluff their way into the castle by claiming they were members of the Ebon Triad...



ORC 44

If you truly are the Ebon Triad, show us your symbol!

COTEN

Show him my symbol.

ORC 44

Hm. Very well. Make yourselves at home.

DUNGEON MASTER

The seatbelt sign is now off. Feel free to roam about the castle.

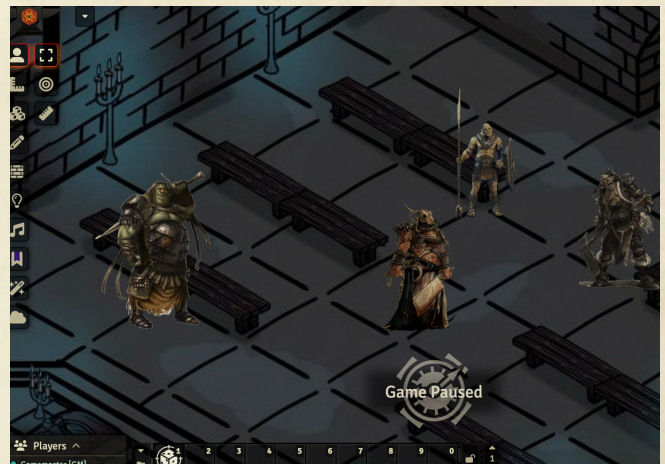
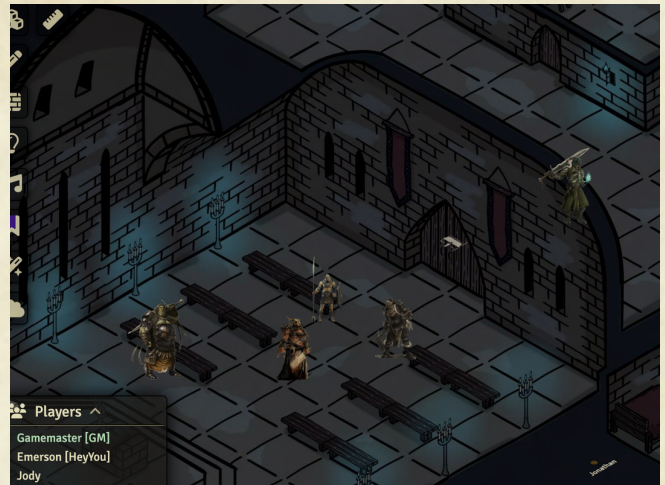
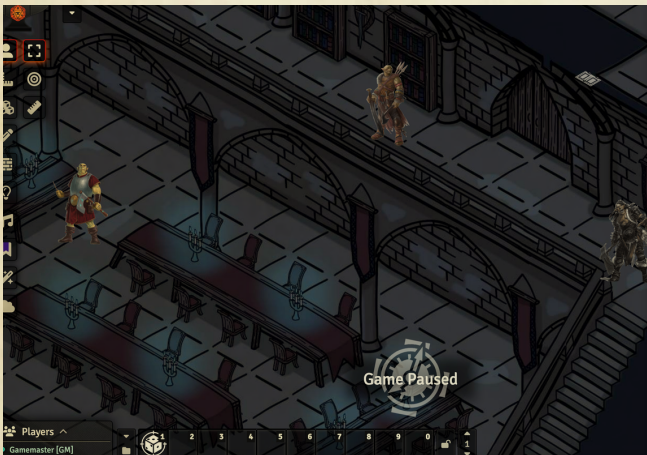
HEYYOU

I climb into the well. Curl up into the bucket and take a nap.

TARATOR

Now, please – no upsetting the orcs.

The group casually looks around the immediate area under the wary eye of the castle's inhabitants...



Coten starts to gather everyone into a quiet side room to discuss strategy...

DAMIA

Damia motions to the others to come to the smithy.

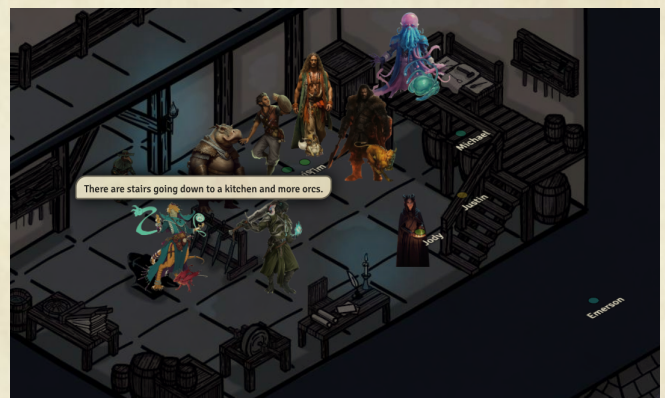
HEYYOU

I found some stairs.

DAMIA

Dammit, where is HeyYou?

Eventually everyone gathers...



RAAVA

There are more orcs in the chapel room to our left.

COTEN

So, we need to find the Ebon Triad, and need to find out what and who all else is here. Right now they think we are on their side, but they have us vastly outnumbered. Any ideas on what to do next?

DAMIA

Killing quietly, room by room, locking doors behind us?

SHELLYSHAGG

We can tell them the forward guard is dead. Lead them out onto the bridge. I can *thunderwave* them, then we can clean up those who don't fall off.

HEYYOU

HeyYou steeples black-gloved fingers... I like it.

COTEN

I like that plan.

CORVUS

Works for me.

RAAVA

I'll leave it up to the captain.

DAMIA

Tarator, have you asked where their leader is?

Tarator steps outside and asks...

ORC 46

Zorg? He in chapel.

RAAVA

Chapel's to the left.

The party goes to find Zorg...

TARATOR

Hello. I would like to speak with Zorg.



ZORG

I am Zorg. You are interrupting our prayer to Grummsh!



CORVUS

Praise Grummsh!

ZORG

Hmph. Grummsh no like humans!

TARATOR

This is urgent—upon our arrival, we found everyone in the forward camp dead!

ZORG

What?!

Zorg quickly gathers a war party to investigate and heads out of the castle, eager for battle...



ZORG

Who killed the guards?

SHELLYSHAGG

We didn't see...

Zorg and the orcs head out onto the bridge...



And as soon as they do, Shellyshagg slams the gate shut and locks it!



DUNGEON MASTER

Roll for initiative!

The players quickly begin combat with the orcs still inside the castle. Shellyshagg climbs up to the ramparts, while Leif transforms into a giant spider to join him. The others attack orcs in the main keep connected to the courtyard...



HEYYOU

HeyYou casts *toll the dead* at the orc on the balcony.

DUNGEON MASTER

He claws at his face, falling off the balcony and smashing through a chair!

HEYYOU

Nice. They call me the face doctor.



When he gains the battlements, Shellyshagg uses thunder wave to clear out a few of the orcs...

SHELLYSHAGG

What are the orcs doing on the bridge?

DUNGEON MASTER

Trying to break down the gate, without much success.

SHELLYSHAGG

Okay. I extend more pseudopods and open 6 flasks of oil and pour it all down on top of them.

SHELLYSHAGG

Hey, Zorg! I did see who killed the forward guard... it was *us*.

Raava then uses fire bolt to set them all ablaze!

DUNGEON MASTER

The bridge goes up in flames!

RAAVA

Such a calming view. :)

DAMIA

Damia frantically opens the gate to see the burning ashes.

DUNGEON MASTER

The twisted corpses lie smoking on the bridge.

HEYYOU

HeyYou begins collecting souvenirs.

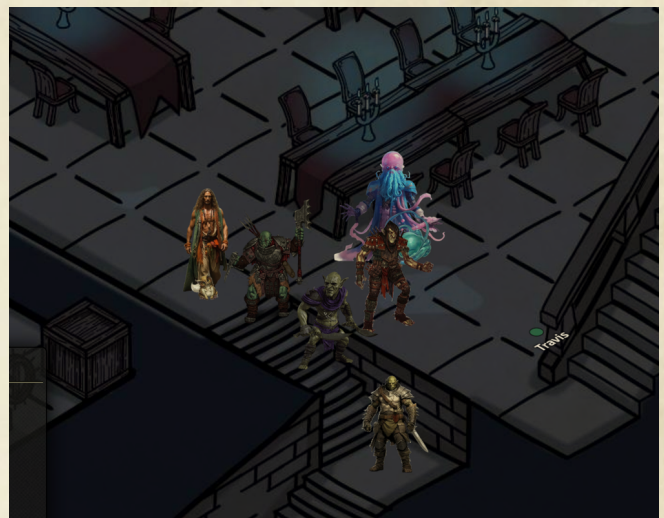
The group interrogates the one orc survivor, learning that the orcs in the castle are mercenaries, who are all that's left from the great host of tribes that attacked Redgorge last year. They are in service of an Ebon Triad member named Nightscale who lives beneath the castle.

After learning all they can from the orc, they begin to debate its fate. Finally growing tired of the group's reticence, Rery steps forward and slices the orc's throat.

RERY

Let's move.

The group begins looking for the elevator the orc indicated is the method used to enter the old mine and forge beneath the castle. Leif and Shelly get separated, and soon the two groups find themselves in two different battles at the same time!



At one point, several orcs fire arrows at Damia – 3 would have hit, but...

DAMIA

Reaction shield!

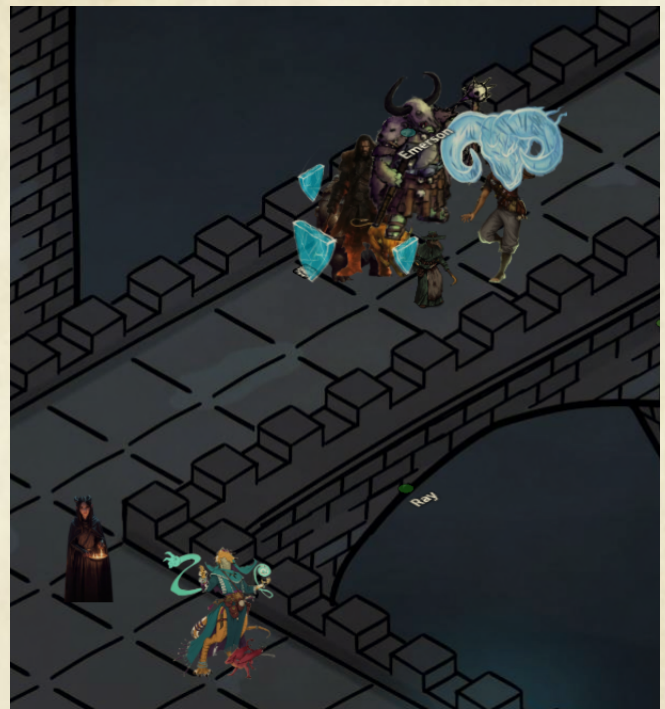
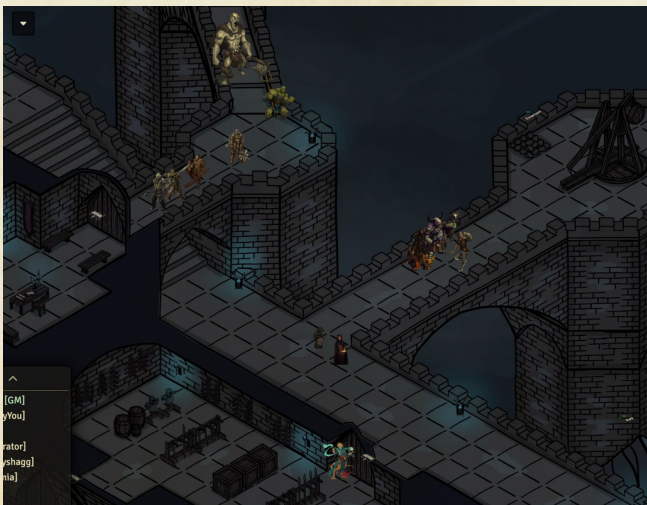
She throws up a barrier of bluish-white light, blocking the arrows at the last second!

DUNGEON MASTER

Nice!

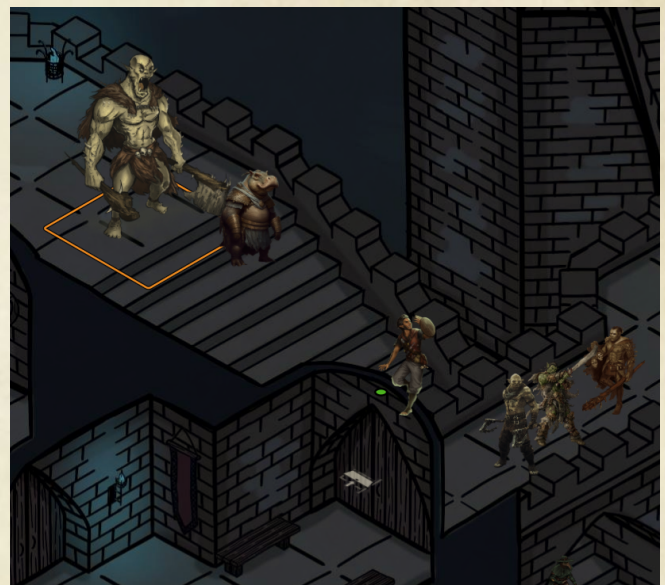
*As the battle continues, the group find an orc shaman tough to deal with. The foe becomes even more problematic when he commands **Corvus** to attack **Coten**!*

*But **Raava** uses her ring of the ram to knock the shaman off the battlements, sending him falling 100 feet to break upon the rocks below!*



COTEN

Ogre incoming!



*Seeing the ogre, **Corvus** runs to the nearby catapult and launches a stone, caving in its face!*



Upon investigating a room, the players find evidence that the forge has been receiving iron ore from a mine in Diamond Lake – the mine of Balabar Smenk...

The group finds the elevator soon after, and heads down...



At the bottom of the elevator, the players find a long tunnel leading to a cavern. While crossing through, they are attacked by a roper!



The party managed to overcome the beast, with Damia delivering the killing blow with burning hands ! And that's where we left off... until next time!

(On the following pages are several images created by Travis, aka Corvus, of memorable moments from this session!)







The running joke of Corvus having the tendency to get shot with arrows at least once a session.

Mike, aka Damia, made a slight adjustment on the image:





GAME PAUSED

SHELLYSHAGG

CLERIC 2







2

750 / 900

STR
+3
16

DEX
+0
10

CON
+1
12

INT
-1
8

WIS
+3
16

CHA
+1
13





17



+0

INITIATIVE



30

WALK



+2

PROFICIENCY

HIT POINTS

TMP

HIT DICE

2 / 2



 **SKILLS**

☐ DEX	Acrobatics	+0	10
☐ WIS	Animal Handling	+3	13
☐ INT	Arcana	-1	9
☐ STR	Athletics	+3	13
☐ CHA	Deception	+1	11
☒ INT	History	+1	11
☒ WIS	Insight	+5	15
☐ CHA	Intimidation	+1	11
☐ INT	Investigation	-1	9
☒ WIS	Medicine	+5	15
☐ INT	Nature	-1	9
☐ WIS	Perception	+3	13
☐ CHA	Performance	+1	11
☐ CHA	Persuasion	+1	11
☐ INT	Religion	-1	9
☐ DEX	Sleight of Hand	+0	10
☐ DEX	Stealth	+0	10
☒ WIS	Survival	+5	15

 **SAVING THROWS**

☐ STR	+3	☐ DEX	+0
☐ CON	+1	☐ INT	-1
☒ WIS	+5	☒ CHA	+3



Humanoid

ADD RACE

ADD BACKGROUND

 **ARMOR**

LIGHT

MEDIUM

HEAVY

SHIELDS

 **WEAPONS**

SIMPLE

MARTIAL

 **LANGUAGES**

COMMON

TRUE LISK

TRADE TONGUE

★ FAVORITES

DROP FAVORITE

Chapter Six | The Forge of Fury

Chapter Six | The Forge of Fury

Chapter Six | The Forge of Fury

HEY YOU

CLERIC 2

750 / 900

2

STR +2

14

DEX +3

16

CON +1

12

INT -1

8

WIS +3

16

CHA -1

8

18

+3

INITIATIVE

+2

PROFICIENCY

30

WALK

HIT POINTS

15 / 15

TMP

HIT DICE

2 / 2

★ FAVORITES

DROP FAVORITE

SKILLS

☐ DEX	Acrobatics	+3	13
☐ WIS	Animal Handling	+3	13
☐ INT	Arcana	-1	9
☐ STR	Athletics	+2	12
☐ CHA	Deception	-1	9
☐ INT	History	-1	9
☒ WIS	Insight	+5	15
☐ CHA	Intimidation	-1	9
☐ INT	Investigation	-1	9
☒ WIS	Medicine	+5	15
☐ INT	Nature	-1	9
☐ WIS	Perception	+3	13
☐ CHA	Performance	-1	9
☐ CHA	Persuasion	-1	9
☐ INT	Religion	-1	9
☒ DEX	Sleight of Hand	+5	15
☒ DEX	Stealth	+5	15
☐ WIS	Survival	+3	13

SAVING THROWS

☒ STR	+4	☐ DEX	+3
☐ CON	+1	☐ INT	-1
☒ WIS	+5	☒ CHA	+1

Humanoid

ADD RACE

New Background

ARMOR

LIGHT MEDIUM SHIELDS

WEAPONS

SIMPLE

LANGUAGES

COMMON DRACONIC

Chapter Six | The Forge of Fury

Initializing World...

Coten joined.
Corvus joined.
Shellyshagg joined.
Leif Forestfriend joined.
Raava joined.
Tarator joined.
HeyYou joined.
Damia joined.

The group traveled deeper into the caves beneath the castle and soon are confronted by duergar guards, who demand they throw down their weapons. When they refuse, the guards attack!



DUNGEON MASTER

The dark dwarves use their *enlarge* ability!



CORVUS

Aw, crap.



The final duergar turns invisible, and when it emerges, it attacks HeyYou...

Dungeon Master rolls: $1d20 + 4 = 5 + 4 = 9$

DUNGEON MASTER

HeyYou ducks its clumsy swing!



HEYYOU

Hisssss!

Tarator rolls: $2d20k + 5 + 2 + 2 + 1d4 = 20 + 5 + 2 + 2 + 4 = 33$

DUNGEON MASTER

CRIT!

Tarator rolls: $4d6 + 5 + 2 = 15 + 5 + 2 = 22$

DUNGEON MASTER

The duergar swings at HeyYou, who ducks and hisses... the duergar stumbles forward... Tarator LEAPS over HeyYou, bringing his sword down on the back of the duergar's neck, taking its head off!

HEYYOU

Say 'ello to my lizard fren!



TARATOR

Thank you, thank you.

TARATOR

I think HeyYou is looking to make another skin mask.



DAMIA

Probably we should push the bodies off the edges. Just good hygiene, really.



COTEN

Always leave a dungeon cleaner than when you found it.

DUNGEON MASTER

They fall with a satisfying SPLASH and are consumed by snapping flames as they slowly sink.

DAMIA

Damia wipes a tear at the sight.

The heroes continue onward, and soon find themselves in the forge of fury itself...



The group discovers crates full of raw iron ore – along with the mark of Balabar Smenk, the mine manager of the Dourstone Mines back in Diamond Lake!



DUNGEON MASTER

Are you climbing down the statue, Corvus?

CORVUS

I'll try it.



Corvus makes it partway down, when...

DUNGEON MASTER

A dark shape SWOOPS down!

NIGHTSCALE

Now you die!

NIGHTSCALE



Nightscale the dragon swoops down and attacks Corvus, who barely manages to make the rest of the climb. Flying in midair, the dragon then attacks some of the party at the top of the statue, using its powerful acid breath weapon! Leif transforms into a giant spider and fires his webbing – a potent tactic, for it had the potential to restrain Nightscale, which would have caused her to plummet to the lava below!



However, the druid misses, so with a tremendous war cry, HeyYou climbs up onto the statue's head and leaps down onto the dragon's back! Not to be outdone, Coten joins her! Finding the weight to be too restraining, Nightscale flies down to Corvus and begins attacking, with the rest of the group still at the top of the statue! Tarator LEAPS down to join them!



Then, from up above, Raava uses her circlet of blasting to attack...

Raava rolls: $1d20 + 4 + 5 = 1 + 4 + 5 = 10$

DUNGEON MASTER

Nat 1! Fumble! Roll to attack again!

Raava rolls: $1d20 + 4 + 5 = 19 + 4 + 5 = 28$

DUNGEON MASTER

That hit somebody! But who? Roll 1d4! 1=HeyYou, 2=Corvus, 3=Coten, 4=Tarator.



RAAVA

Sorry...

Raava rolls: $1d4 = 4$

DUNGEON MASTER

Now damage!

Raava rolls: $2d6 = 10 = 10$

DUNGEON MASTER

10 damage to Tarator! Shelly, go!



SHELLYSHAGG

Not a lot I can do.

TARATOR

Jump! Jump! Jump!

Instead, Shellyshagg opts to fire his heavy crossbow...

Shellyshagg rolls: $1d20 + 0 + 2 = 1 + 0 + 2 = 3$

DUNGEON MASTER

Fumble! Roll again!

Shellyshagg rolls: $1d20 + 0 + 2 = 15 + 0 + 2 = 17$

DUNGEON MASTER

Now d4!

Shellyshagg rolls: $1d4 = 2$

COTEN

Of course, right in the arrow magnet.

DUNGEON MASTER

Damage!

Shellyshagg rolls: $1d10 + 0 = 9 + 0 = 9$

DUNGEON MASTER

9 damage to Corvus!

SHELLYSHAGG

This scratches my sadistic DM itch.

*Though Nightscale delivers some ferocious damage, eating up a lot of the party's Fate Points, they eventually take her down. The final blow comes from one of Damia's signature fire bolts **through the eye!** After taking a breather and looting, the group begins their 5-day trek back to Diamond Lake, where they tell Allustan what they learned about the connection between Khundrukar and the Dourstone Mines...*

From Travis aka Corvus:





CHAPTER SEVEN

The Three Faces of Evil





ALLUSTAN

I have long suspected Balabar Smenk was up to no good. That's why, some time ago, I cultivated a relationship with one of the miners to act as my eyes and ears. I just spoke with him – he confirmed that there have been “mysterious folk” spotted in areas of the mine long gone barren. He claims workers discovered an ancient passage deep beneath the mountain. What it leads to, nobody knows – workers are not allowed in that area, and those who have asked too many questions have disappeared. It is not uncommon for Balabar to make itinerant workers vanish to avoid paying them, but some of those who have vanished have worked in the mines for years, and it is all a bit unusual. This miner has agreed to show you to the area in question, but you will have to sneak into the mines. I can cast an illusion spell on all of you, but the spell will only last for 40 minutes. Once you are ready, let me know, and I will cast.

Once they get their affairs in order, the group heads to the mines...



The group tries to blend in with the filthy, miserable-looking miners...

LEIF FORESTFRIEND

Let's get this damn shift started.



The party debates for a moment about which entrance to take, finally settling on the lowest level...

DUNGEON MASTER

You have chosen... wisely.



MINER

Are you friends of Allustan?

COTEN

We are. You have information for us?

LEIF FORESTFRIEND

Leif hits his pickaxe in random places on the floor, not sure what he's doing.

MINER

I've seen people come and go from an area of the mines that are supposed to be abandoned. There must be a secret door there, though I'm not sure exactly where.

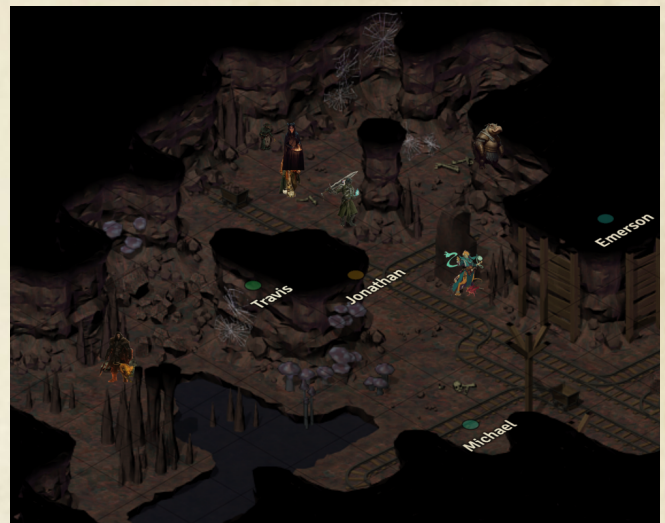
DAMIA

Lead the way, fellow miner (in bad miner voice).

MINER

I can direct you where to go, but I can't leave my shift...

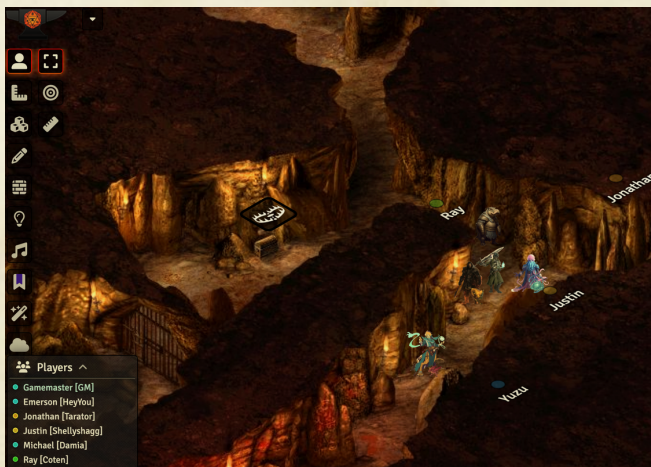
Following the miner's directions, the group finds a dead end...



After snooping around, they discover a secret door, and after overcoming its puzzle lock, they make their way into an ancient cavern system...



Raava's mage hand helps the group avoid an exploding, trapped chest!



They then come upon a room with several alcoves – when Damia goes to inspect one, she finds two yellow eyes gazing back at her!



After defeating the grimlocks, the group grows wary. They pause at an underground lake, suspicious of what might be lurking beneath the still surface. With a successful Perception check, Leif sees shapes under the water. He casts faerie fire to reveal even more grimlocks...



The party makes it past the lake, moving deeper through the caverns...



DAMIA
Charming.

HEYYOU
Seems homey.



The group stops at a grim-looking room with three demonic faces carved into the walls, pouring fresh blood. Wary of entering, they decide to inspect it...



Shellyshagg uses Knowledge (Religion) to determine the purpose of this room...

RAAVA

The Cosmic Eye comes through.

DUNGEON MASTER

Shellyshagg realizes this is a room dedicated to three different fell deities – the Ebon Triad. The shrine against the far wall is for a sacrifice. If one is not provided, the room will take one for itself...

Unsure of how or what to leave as a sacrifice, the party stalls. Finally, Leif walks through the room to the corridor to the north. When he does, he suffers necrotic damage (nothing a Fate Point doesn't handle). The sacrifice complete, the trap is disarmed and the party continues on, finding the exist soon after...





LORD VACE

We've been expecting you. You have come just in time to be the first sacrifices to the summoning of the Ebon Aspect. The Faceless One will be pleased.

LEIF FORESTFRIEND

We gotta start hanging out in nicer places.

COTEN

Bring me the Faceless One.

Shellshagg casts fog cloud and a fierce battle ensues!



After the battle, the group continued exploring the labyrinth...



And that's where we left off... until next time!

More memorable moments from this session, courtesy of Travis!













After the completion of Chapter 6, the PCs have finally reached Level 3! For his part, Coten chose Oath of Vengeance as part of his paladin-class features...

DUNGEON MASTER

Coten has a sudden, powerful vision. He feels a rush of wind, like his body is hurtling through a cold mist, and then abruptly finds himself surrounded by clouds far above the Chultan Peninsula. Next to him hovers an angel, with cold, dark skin and powerful presence.

“The land below bears the scars of much evil,” she says. “The time has at last come to cleanse it of its foul taint. The Age of Worms is upon us. I am Nidrama and long have I fought the wickedness of this demon-haunted realm, and now you shall be my instrument of wrath.”

With that, she draws a fiery sword and knights you. A comforting warmth pulses through your body, and when you open your eyes you are back in the depths of the dungeon with your allies, holding a new sense of purpose within you.



NIDRAMA



COTEN

Coten bows his head momentarily. Humbled and yet excited to have been chosen by the angel Nidrama as a symbol of righteous vengeance. Knowing that his choices have brought him to the attention of one of the divine beings fuels his thirst to bring judgment to the deserving and rest to their victims.

THE SLOW BURN

I have been very stingy with xp this campaign. In Shattered City, I took players from 1st to 20th level, but by around 8th or 9th, the players were beginning to feel like demigods. I like it more old school, where classes topped out at 9th.

So for this campaign, I'm capping at around 9th or 10th level (though may go beyond if we have a follow-up campaign). Instead, I'm having players rely on Fate Points, and later, Legendary Allies, to help see them through tough spots.

Legendary Allies will be coming up in the campaign soon, and will be powerful NPCs they will be able to call upon exactly once to help them in a battle – so they will need to choose their uses wisely.

A Legendary Ally will be obtainable mostly through optional side quests and hooks, so the more of these the players opt to complete, the greater their chances of surviving the campaign. After all, even though I'm holding their progress back, I won't be nerfing the adventures, which are modules that continue to increase in level.

Initializing World...

Corvus joined.

Leif Forestfriend joined.

Raava joined.

HeyYou joined.

Damia joined.

Down a few players this session, the group continues their exploration of the forbidding labyrinth deep beneath the Dourstone Mines of Diamond Lake...



CORVUS

Should we stick together since we're down some members?



RAAVA

Yes, please.



DAMIA

For sure.

RAAVA

Which way first?

DAMIA

Well, without our fearless leader Coten, I vote we follow behind Corvus.

RAAVA

Seconded.

CORVUS

Hah! Prepare for total chaos!



HEYYOU

Why not follow HeyYou?

DAMIA

That is a bad idea.

HEYYOU

:-)

CORVUS

I'll try to muzzle my barbarian impulses and play it safe.

DAMIA

So! Southeast to unexplored corridors?

RAAVA

Wherever Pincushion goes.



LEIF FORESTFRIEND

Hahaha

HEYYOU

I'll keep my quiver case locked in case Corvus falls on it accidentally.

CORVUS

lol

With that, the group continues their exploration...



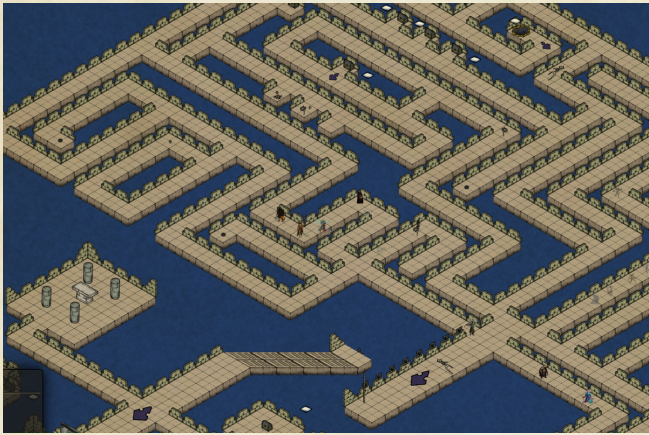
DAMIA

HeyYou, keep up!

HEYYOU

Sorry!

The group makes their way through winding passages...



Eventually they come upon 2 unguarded chests...



RAAVA

Mage hand?

Before anyone can agree, Corvus flips the lid open of the first chest...



DUNGEON MASTER

Roll a Dex save!

CORVUS

Doh.

HEYYOU

HeyYou eats popcorn. Rogue, anyone?

Corvus rolls: $1d20 + 2 = 10 + 2 = 12$

Dungeon Master rolls: $1d6 = 2 = 2$

DUNGEON MASTER

A dart flies out and nicks your cheek for 2 damage – now roll a Con save!

LEIF FORESTFRIEND

Leif Forestfriend gasps!

Corvus rolls: $1d20 + 3 = 2 + 3 = 5$

DUNGEON MASTER

Corvus, you have disadvantage on all Con saves for the next 24 hours!

Raava uses mage hand from a safe distance for the next chest, revealing another dart trap, but unfortunately both turn out to be empty...



CORVUS

Well, I'm walking away with a lesson, at least.

HEYYOU

Darts, arrows, bolts...

CORVUS

This is what happens when you put a barbarian in charge.

They soon after come upon a strange drain in the floor...

LEIF FORESTFRIEND

The little one might need to check that out.

HEYYOU

HeyYou rubs hands together.



DUNGEON MASTER

Do you investigate?

HEYYOU

Yes!

DUNGEON MASTER

It's a grate. It looks like there are drainage tunnels.

LEIF FORESTFRIEND

Check for hairs.

HEYYOU

Can I fit in if removed?

DUNGEON MASTER

Too narrow.

HEYYOU

HMMPH!

DAMIA

Any clues or residue as to what drained down there?
Water?

DUNGEON MASTER

Hard to tell...

HEYYOU

Can I investigate?

DUNGEON MASTER

Sure.

HEYYOU

HeyYou opens doctor bag...

After a few rolls...

DUNGEON MASTER

You notice water marks along the walls. It appears to you as though these corridors periodically flood...

Meanwhile, Damia investigates a skeleton nearby...

DUNGEON MASTER

The bones belonged to a human child. They have been gnawed on and the bone marrow has been sucked out.

They continue on. After a while, Corvus, realizes they keep seeing the same rune upon the floor. They decide to investigate...



Raava rolls: $1d20 + 0 + 0 + 2 = 20 + 0 + 0 + 2 = 22$

A nat 20!

CORVUS

Damn.

DAMIA

We'll look at the brain on Raava...

DUNGEON MASTER

She probably knows this because of her magical studies. It's an ancient symbol once used by cultists who revered the dread god VECNA who was once a human necromancer.

LEIF FORESTFRIEND

Dang. This place is spooky.

CORVUS

I'll investigate the skeleton I'm standing on.

DUNGEON MASTER

Similar to the one Damia found earlier, there is evidence these bones have been gnawed on, and the marrow has been licked clean.

CORVUS

Let's keep moving.

And so the heroes, ever cautious, continue their exploration deeper into the labyrinth... and soon they come upon a Medusa and several ghouls!



The medusa immediately fires 2 arrows at Corvus—and incredibly rolls 2 nat 20s!

LEIF FORESTFRIEND

Jesus, it's like he's a magnet for these things!



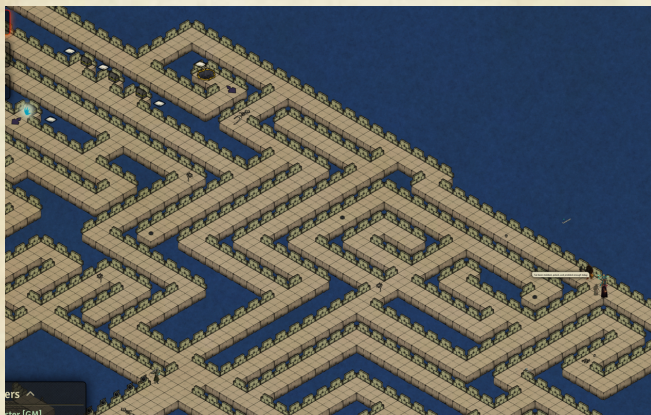
The disadvantage to his Con saves soon becomes a problem for Corvus, but through some good tactics (including a smoke bomb by HeyYou to obscure the medusa's gaze) and liberal use of Fate Points, the heroes pull through. Leif delivers the killing blow by tearing the medusa's head off with a save swipe of his bear paws!



CORVUS

Let's try to preserve the medusa's head... could be useful.

After this, Tim aka Leif, had to leave the session early. Down to 4, the party continues moving through the labyrinth of Vecna...



They find more trapped chests, and come to rely on Raava's mage hand to avoid the traps. This proves to be their undoing when they find 3 chests and decide to open the first one the same way...



DUNGEON MASTER

Everyone roll Perception.

HeyYou rolls: $1d20 + 3 + 0 = 11 + 3 + 0 = 14$

Damia rolls: $1d20 + -1 + 0 = 4 + -1 + 0 = 3$

Raava rolls: $1d20 + 1 + 0 + 2 = 2 + 1 + 0 + 2 = 5$

Corvus rolls: $1d20 + 2 + 0 + 2 = 2 + 2 + 0 + 2 = 6$

DUNGEON MASTER

HeyYou, you hear a low, deep roar that is steadily growing louder... and closer.

HEYYOU

Oh, boy.

DUNGEON MASTER

Since you have no way of communicating this, everyone but you is taken off guard by a sudden wall of rushing water! Everyone roll a Dex save – and everyone but HeyYou roll with disadvantage.

Corvus rolls: $2d20kl + 2 = 8 + 2 = 10$

HeyYou rolls: $1d20 + 3 = 17 + 3 = 20$

Damia rolls: $2d20kl + 2 + + 1 = 9 + 2 + + 1 = 12$

Raava rolls: $2d20kl + 2 = 7 + 2 = 9$

DUNGEON MASTER

So all of you just sort of notice HeyYou staring strangely at you from behind her goggles as she slowly grabs hold of the wall, when BAM! The roaring water washes the three of you away!

HEYYOU

HeyYou belatedly offers a *potion of water breathing*. Sorry, guys! That was pretty funny, though.

Corvus, Raava, and Damia are battered as they bounce off the walls, around corners, until finally dumped down a 30-foot shaft! HeyYou sprints after them, climbing down a rope hanging down the shaft.



BALABAR SMENK

So. The meddlers have arrived.



BALABAR SMENK

So. The meddlers have arrived.



BALABAR SMENK



THELDRICK

No matter. They are too late to stop the ritual.

BALABAR SMENK

Surrender and we will make your deaths quick.



The players don't decide to take him up on his offer. Instead, they engage in the most brutal battle of the campaign thus far. If it weren't for an enormous amount of their Fate Point stores, they surely would have suffered a TPK. Damia makes the final kill, against Theldrick, with her trademark firebolt through the eye! They follow the sounds of chanting to a nearby cavern, where they find the Faceless One standing before a glowing green pool!



THE FACELESS ONE

You are too late. I have completed the ritual. By drawing energy from the Dead 3, I give rise to an aspect of our dread lord, Kyuss! Look! He arises! HE ARISES!!!

DUNGEON MASTER

With that, the Faceless One slices open his palm and flings some of his blood into the strange green pool of liquid, and a monstrous shape lifts out and snarls... But instead of looking at you, it looks at him!

THE FACELESS ONE

What are you doing? No, you are not Kyuss! What are you? I- Begone, demon!

DUNGEON MASTER

And with that, the creature grabs the Faceless One, and drags him back down into the pool.....

HEYYOU

Yikes.

DAMIA

He was a pretty one.

RAAVA

Faceless died?

HEYYOU

Maybe...



The PCs, grateful to be alive, head back to Diamond Lake, only to discover the Chultan House in flames!



DAMIA

Gasp!

HEYYOU

HeyYou looks hard at Damia.

DAMIA

Is Allustan on fire?

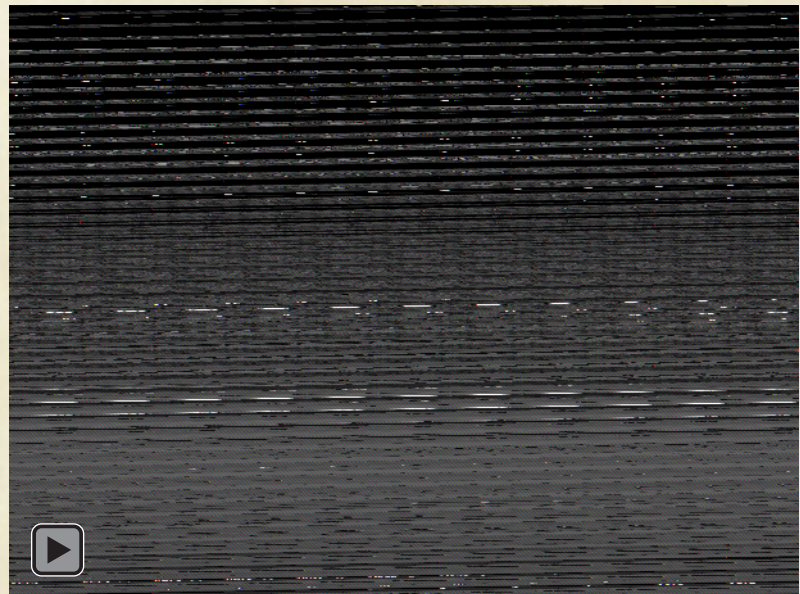
DUNGEON MASTER

Yes, his corpse lies in twisting flames. Standing over him is a necromancer in dark robes. He casts a lizard-eyed glare at all of you.



DARL QUETHOS

I will not tolerate your interference any longer. The Ebon Triad now has all of you marked. Think not to interfere again.





DARL QUETHOS

HEYYOU

Throw a knife?

DUNGEON MASTER

Roll.

HeyYou throws her +1 scalpel...

HeyYou rolls: $1d20 + 3 + 2 + 1 = 12 + 3 + 2 + 1 = 18$

DUNGEON MASTER

He catches it with a dessiccated, withered hand... the Hand of Vecna! He smiles, and VANISHES.

HEYYOU

HeyYou shakes a tiny fist!

DUNGEON MASTER

The roof of the Chultan House starts to collapse! Do you flee before it comes down upon you?

CORVUS

Heck yeah.

DAMIA

Let's get the hell out of here!

The party manages to escape just in time as the Chultan House crashes down into the hungry flames!

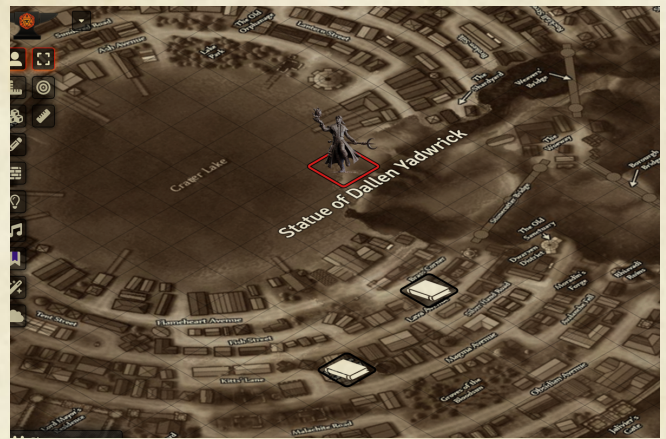


HEYYOU

HeyYou snuffles behind her mask.

After recovering from their shock, the players decide to head to the Chultan House headquarters in Cauldron...





DUNGEON MASTER

Welcome to Cauldron, where it all began. Cauldron is a city that lies within the slopes of a caldera belonging to a dormant volcano.

CORVUS

Cool.

HEYYOU

A Dallen statue.

DUNGEON MASTER

The late Dallen Yadwrick, founder of the Chultan House.

Before going to the Chultan House, the group decides to go to the bathhouse.



ORAK STONEHAVEN

Hello, there! Welcome to my bathhouse!



HEY YOU

HeyYou sniffs the water.

ORAK STONEHAVEN

Visitors from out of town, eh?

DUNGEON MASTER

5gp each to use the baths.

HEY YOU

Spends gold.

RAAVA

5gp spent.

CORVUS

Worth it.

DAMIA

Ew. No. Damia does not like to be wet.

CORVUS

Cover your eyes if you don't want to see a lot of barbarian.

HEY YOU

HeyYou shrugs.

DAMIA

So, Orak, you ever heard of the Ebon Triad? (Carefully watches his reaction.)

HeyYou

HeyYou watches surreptitiously.

ORAK STONEHAVEN

Ah, yes!

CORVUS

(Swims over.)

ORAK STONEHAVEN

I have heard of that group. You know, they stole our *wands of water control* at least year's Flood Festival! Fortunately, some of our local heroes took care of those thieves. Say, have you heard of the Chultan House?

DAMIA

Yes, we were just headed there...

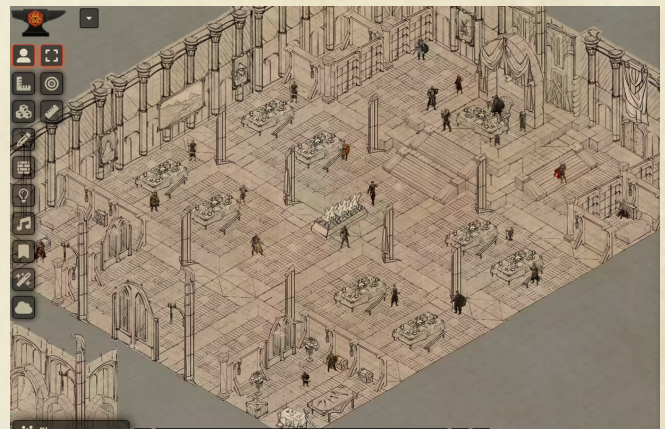
ORAK STONEHAVEN

They're always looking for good recruits!

DAMIA

Let's go. The humidity in this place is awful.

Afterward, clean and refreshed, the group heads to the Chultan House...



The party stops before the leadership of the Chultan House – Kragnar the Many Named... Augustus the Cleric... Drace Arlica (also Mayor of Redgorge)... ShrebGnar and his owlbear Oingo... Adran the Drow... Scarlet the Sorcereress (also teacher of Raava)... Orenillius aka “Rook”... Dolgar the Dwarf... and Dunjun.



DUNJUN

Welcome. I heard the news. This is most troubling.

The group fills the Chultan House in with all they know about the Ebon Triad.

DUNJUN

We need to decide what your next moves are going to be. Until then, we have paid for accommodations at the Tipped Tankard. Enjoy your stay in Cauldron for the time being. After you've had time to look around, report back here tomorrow for your next assignment.

The group decides to next go to Skie's Treasury...



FOR SALE

FOR SALE

Red Dragon Scale Armor (x10) 500 gp each

After Skiey's they head to the Temple of Tyr, where they meet Jenya, Ruphos, and Deanna, and buy several healing potions...



After leaving the temple, they head to the Bluecrater Academy to see if they can discover anything more about Kyuss and the Ebon Triad...



While looking for the section of the library dealing with the occult, they also spot the skull of Hookface the dragon!



CORVUS

I can only read picture books. Mostly I just tear the pages out in anger.

DUNGEON MASTER

You learn the following about Kyuss... Kyuss was once a mortal priest known as a Doomdreamer. The Doomdreamers worshiped a god now lost to time. No one knows its name. But they do know it deal with Undeath. The very first Doomdreamer was Orcus – a mortal who eventually rose to become a Demon Prince. Orcus to this day rules a layer of the Abyss and is called the Prince of the Dead. Kyuss rose to prominence 1,000 years ago. He created the very first dracolich – a dragon named Dragotha. He was attempting to follow Orcus's path and ascension to power. But as he tried, his body was obliterated, and his spirit lost – trapped in some demiplane. His followers, led by Dragotha, attempted to bring him back by using the power of the Dead 3 gods – thus the Ebon Triad was born. Most think these cultists are nothing more than freaks and outlaws. Heretics. Not a real threat. But long ago, they rose to power on the Chultan Peninsula. They nearly succeeded in bringing back Kyuss, but they were stopped by the Order of the Storm, who – at great personal sacrifice – stole Dragotha's phylactery and spirited it away to another world. Dragotha then fled, and hasn't been seen since. Without their leader, the Ebon Triad withered away. The Storm Druids were largely destroyed in this epic battle, and most now believe they also no longer exist. But one of them was a prophet, Hyskosa by name, who said one day Kyuss would return, and this time would be known as The Age of Worms.

The group then decided to call it a night, and turned in to the Tipped Tankard Tavern...



Then, the following morning after breakfast, they headed back to the Chultan House.

DUNJUN

As you may be aware, the Chultan House has slowly been expanding our influence across the peninsula. But there are two major powers who work against us. One is Sasserine. The other, the guilds of Greyhawk. The latter we have agents within the city working toward making secret deals with the guilds. Our primary agent there is a man named Eligos. He has a home in the northern quadrant of the city. Seek him out for instructions. May the gods be with you.

And that brings Age of Worms Volume Three to a close! To continue the adventure, download Age of Worms Volume Four from the Dropbox link provided at the end of this PDF!









It has been brought to my attention that the links to Media Fire are troublesome and/or problematic for some people. If this includes you, feel free to download all the Nerd Stuff, including future synopses, from this Dropbox Link:

<https://www.dropbox.com/scl/fo/zpydaru6d32ajkorp5xwk/ACp8syz5D-dpkZqOlgJGQmw?rlkey=7sa08yqan0ksmei5tt4vylh4&st=11ypy7dv&dl=0>